

GETAWAY

Memory Map (32K)

	Length	Starting Address	Ending Address
I. Equates			
A. OS Equates			
B. Variables			
1. Page Zero	≤ 128	0080	00FF
2. Other	≤ 512	3C00	3DFF
II. Boot File Header and Init Code	≤ 88	0600	0657
III. Display Data			
A. Title Screen Data	180	0658	070B
B. Scorelines	60	070C	0747
C. Messages	440	0748	08FF
IV. Tables			
A. Sounds			
1. AUDC	1 page	0900	09FF
2. AUDF	1 page	0A00	0AFF
3. DUR	1 page	0B00	0BFF
B. Character Set #1 (graphics)	4 pages	0C00	0FFF
C. Character Set #2	2 pages	1000	11FF
D. Animation Shapes	3 pages	1200	14FF
E. P/M Shapes (car, cops, van)	96	1500	155F
V. Display Lists			
A. Title Screen	47	1560	158E
B. Play Screen	47	158F	15BD
VI. code	≤ 9.5K	15BE	3BFF
A. DLISRs			
B. Initialize			
C. Demo Mode			
D. Edit Mode			
E. Game Mode			
VII. RAM workspace			
A. Variables	2 pages	3C00	3DFF
B. P/M RAM	2 pages	3E00	3FFF
VIII. Playfield	16K	4000	7FFF

length

60 bytes
49 bytes

VI. Code (159E-3BFF) (≤ 9.5 K)

A. Display List Interrupt Routines

1. DLISR1
2. DLISR2

subroutines: SOUNDS
MESSAGES

B. Initialize

C. Demo Mode

D. Edit Mode

1. Modify Playfield
2. Modify Sound tables
3. Save Game to Disk
4. Save Game to Tape

E. Game Mode

1. Start Game
2. Start Turn
3. Main Loop
4. Crash
5. End Game

VII. RAM Workspace (3C00-3FFF)

2 pages

2 pages

A. Variables (3C00-3DFF)^(PMRAM)

B. P/M RAM (3E00-3FFF)

16 K VIII. Playfield (4000-7FFF)

V. Main Loop

A. Draw Screen

1. Wait for VB
2. Draw Car Position
3. Draw Cop Positions (+ Van)
4. Animate Prizes and Stoplights and airport lights, etc. and dollar signs
5. Add roadblocks/stoplights (RATE \propto LEVEL)
6. Flash Cops

B. Make Sounds

1. Sirens & distances
2. Make other Sounds

C. Check Console

1. If START pressed then Start Game
2. If spacebar pressed then Pause = NOT (Pause)
3. If Pause = 1 then Check Console

D. Check Collisions and Take Actions (or set flags)

1. Wait for VCOUNT > playfield
2. Check Prize Collision check Dollar Collision
check Van Collision
3. Check Gas Collision (Add Gas to a variable Gas)
4. Check Hideout Collision
5. Check Roadblock Collision
6. Check Stoplight Collision
7. Check Cop Collision

E. Calculate Positions

1. Input Joystick and Button
2. Calculate New Car Position
3. Calculate New Cop Positions
4. Calculate Cop Positions on Screen

ORMSK DB 0, 16, 32, 64, 128
ANDMSK DB 0, 239, 223, 191, 127

*	Priority	A	is direction	towards	CAR with	biggest DELTA	
*		B		towards		smallest	
*		C		away from		smallest	
*		D		away from		biggest	
*							Relative Cop Position
		A B C D					
DIRTAB	DB	4, 1, 2, 8		$\Delta H \geq \Delta V$	$\Delta H \geq 0$	$\Delta V \geq 0$	0
	DB	4, 2, 1, 8		$\Delta H \geq \Delta V$	$\Delta H \geq 0$	$\Delta V < 0$	1
	DB	8, 1, 2, 4		$\Delta H \geq \Delta V$	$\Delta H < 0$	$\Delta V \geq 0$	2
	DB	8, 2, 1, 4		$\Delta H \geq \Delta V$	$\Delta H < 0$	$\Delta V < 0$	3
	DB	1, 4, 8, 2		$\Delta V > \Delta H$	$\Delta V \geq 0$	$\Delta H \geq 0$	4
	DB	1, 8, 4, 2		$\Delta V > \Delta H$	$\Delta V \geq 0$	$\Delta H < 0$	5
	DB	2, 4, 8, 1		$\Delta V > \Delta H$	$\Delta V < 0$	$\Delta H \geq 0$	6
	DB	2, 8, 4, 1		$\Delta V > \Delta H$	$\Delta V < 0$	$\Delta H < 0$	7

